Fig. 1

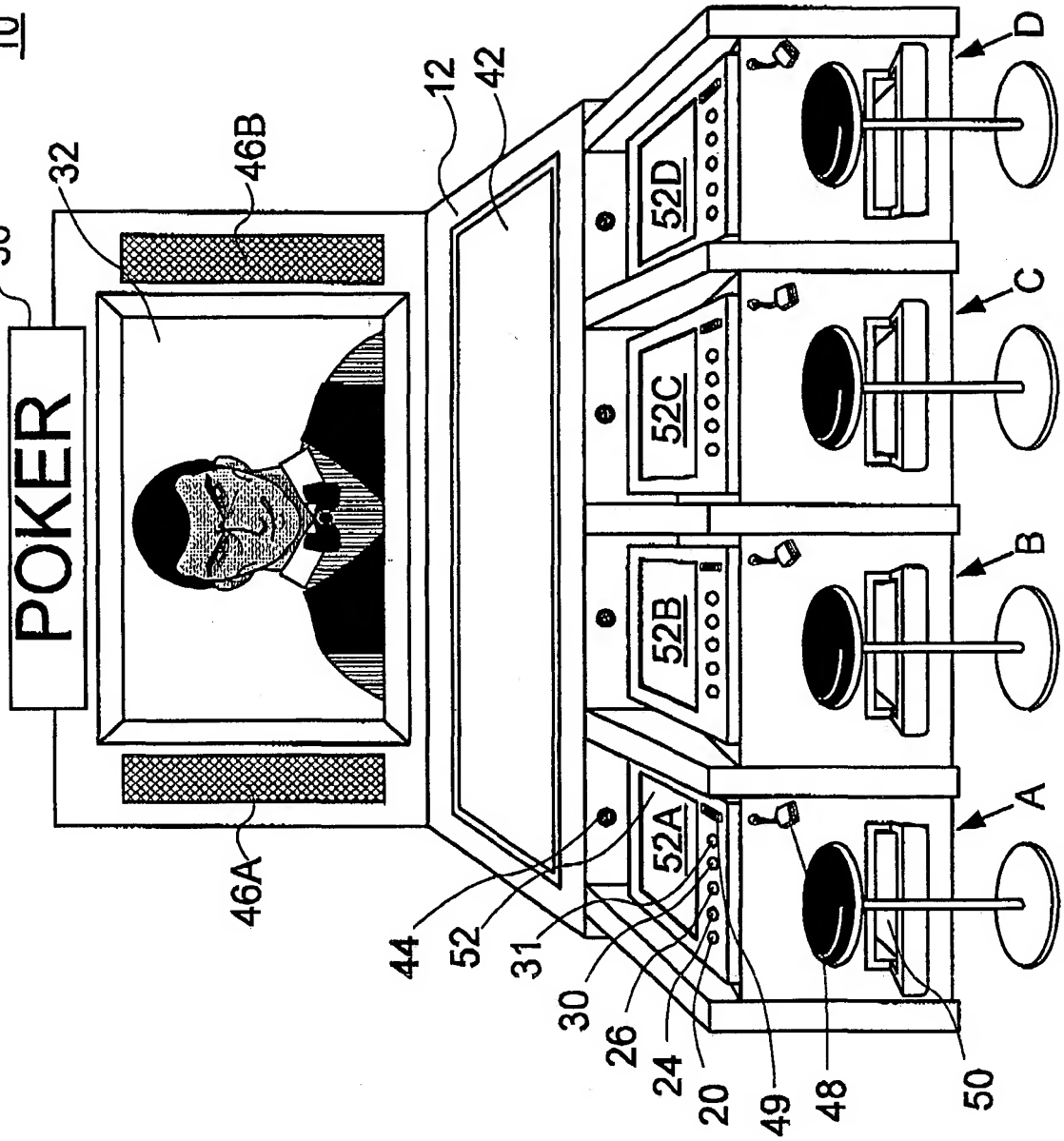
10
36
32
46B
12
42
POKER
52D
52C
52B
52A
D
C
B
A
46A
44
52
31
30
26
24
20
49
48
50

Fig. 2

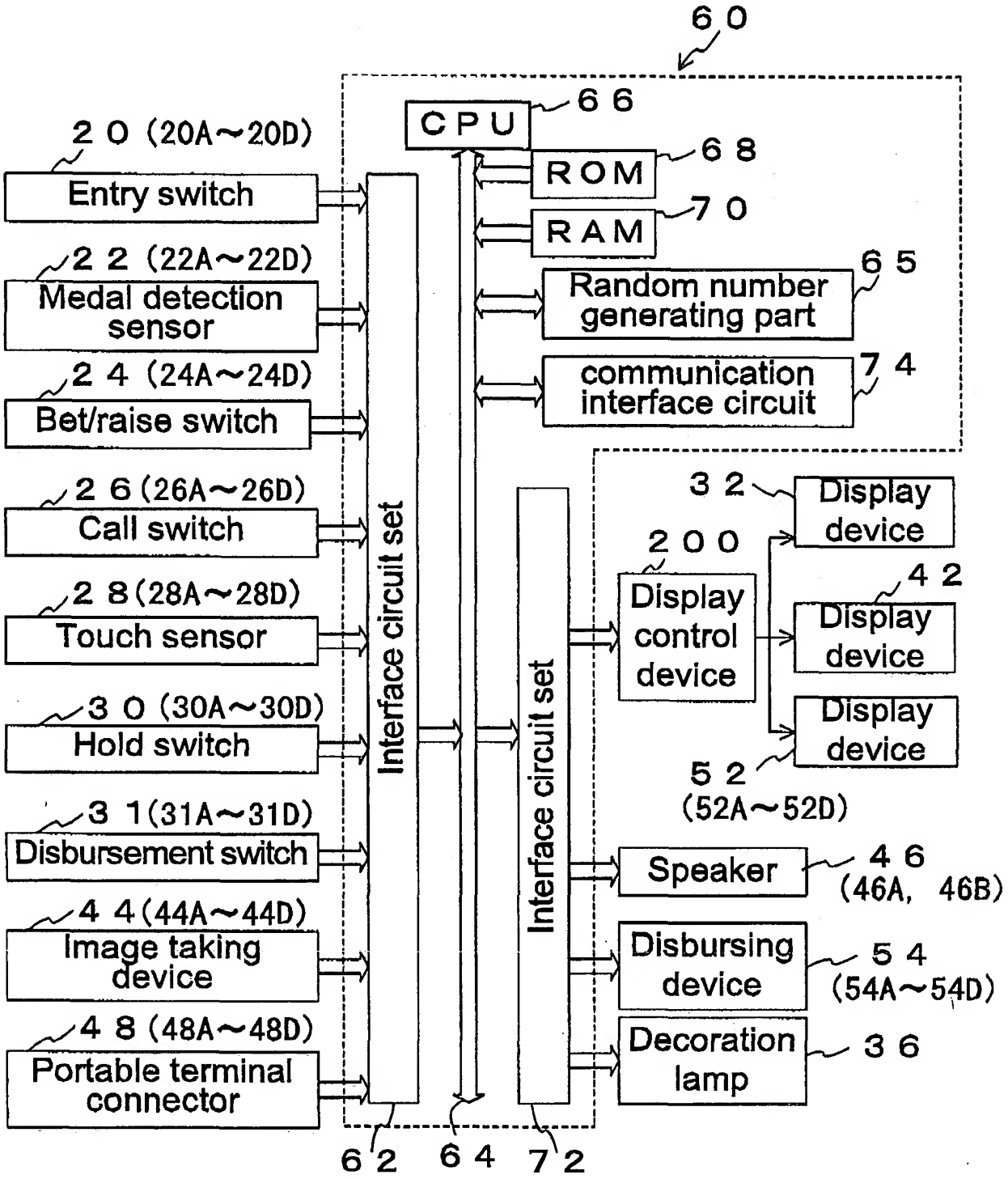
60
CPU
66
ROM
68
RAM
70
Random number generating part
65
communication interface circuit
74
20 (20A~20D)
Entry switch
22 (22A~22D)
Medal detection sensor
24 (24A~24D)
Bet/raise switch
26 (26A~26D)
Call switch
28 (28A~28D)
Touch sensor
30 (30A~30D)
Hold switch
31 (31A~31D)
Disbursement switch
44 (44A~44D)
Image taking device
48 (48A~48D)
Portable terminal connector
Interface circuit set
Interface circuit set
32
Display device
200
Display control device
42
Display device
Display device
52 (52A~52D)
Speaker
46 (46A, 46B)
Disbursing device
54 (54A~54D)
Decoration lamp
36
62
64
72

Fig. 3

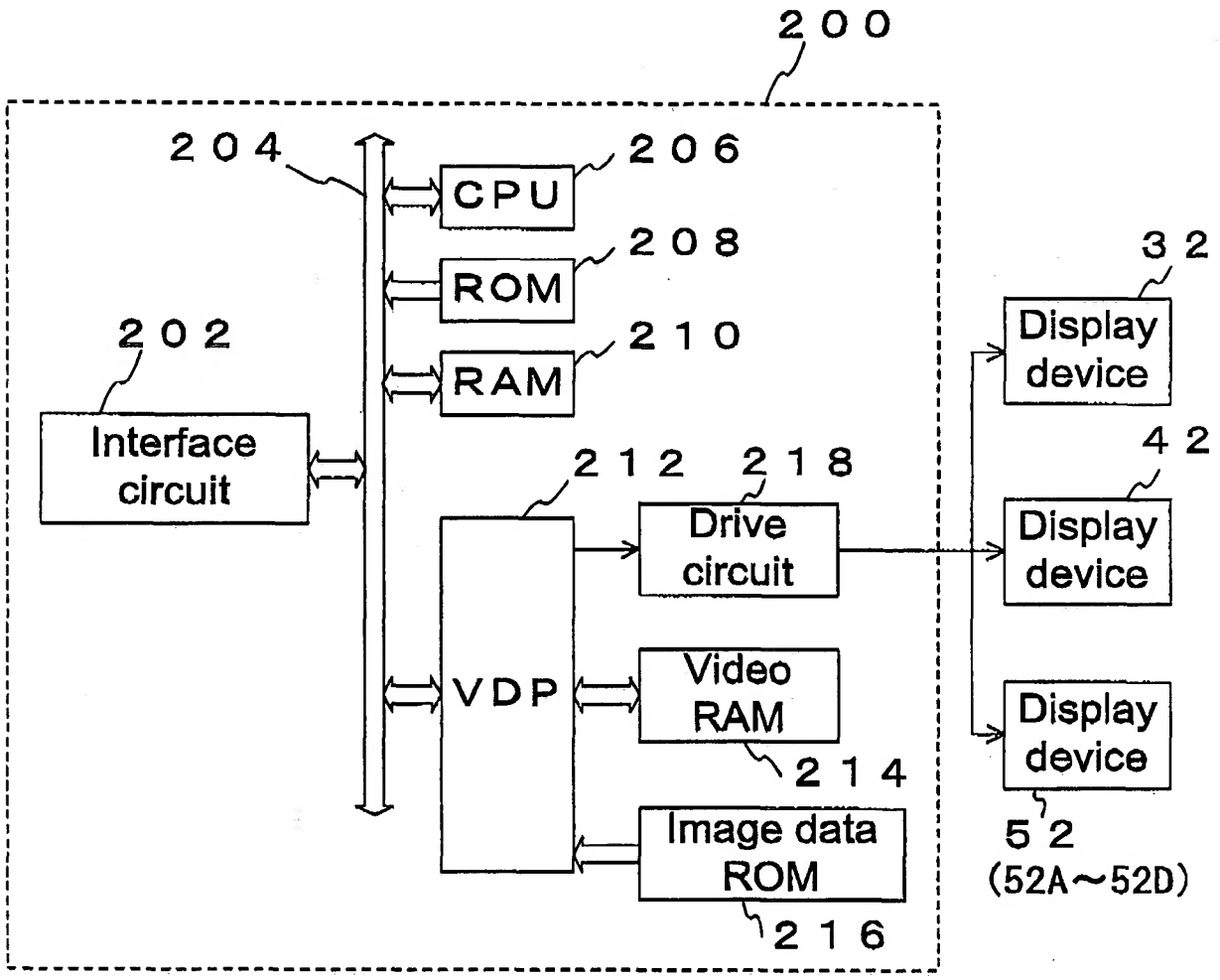
200
204
206
CPU
208
ROM
210
RAM
202
Interface circuit
212
218
Drive circuit
VDP
Video RAM
214
Image data ROM
216
32
Display device
42
Display device
Display device
52
(52A～52D)

Fig. 4A

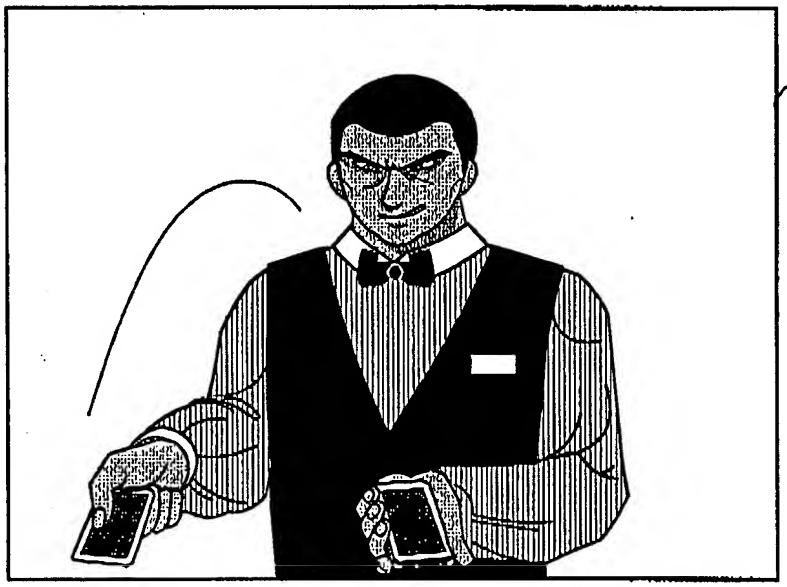

Fig. 4B

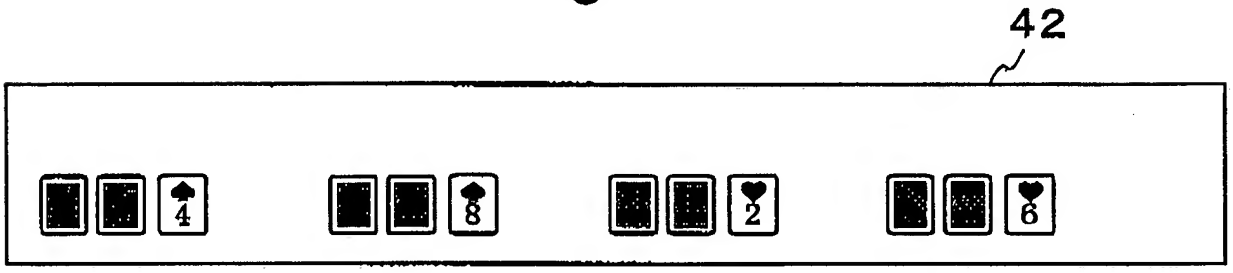

Fig. 4C

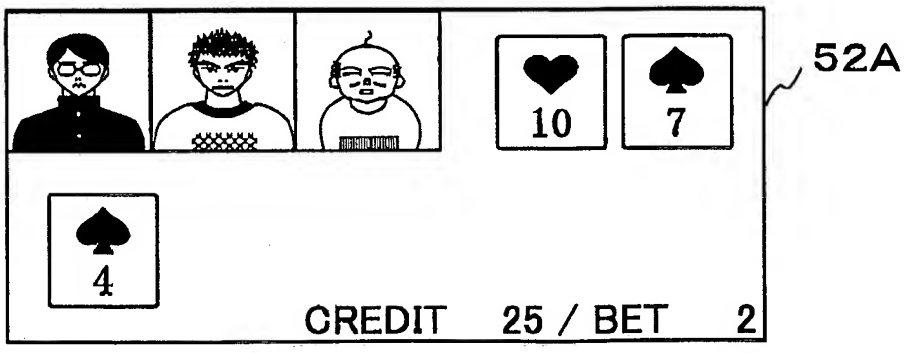

Fig. 5

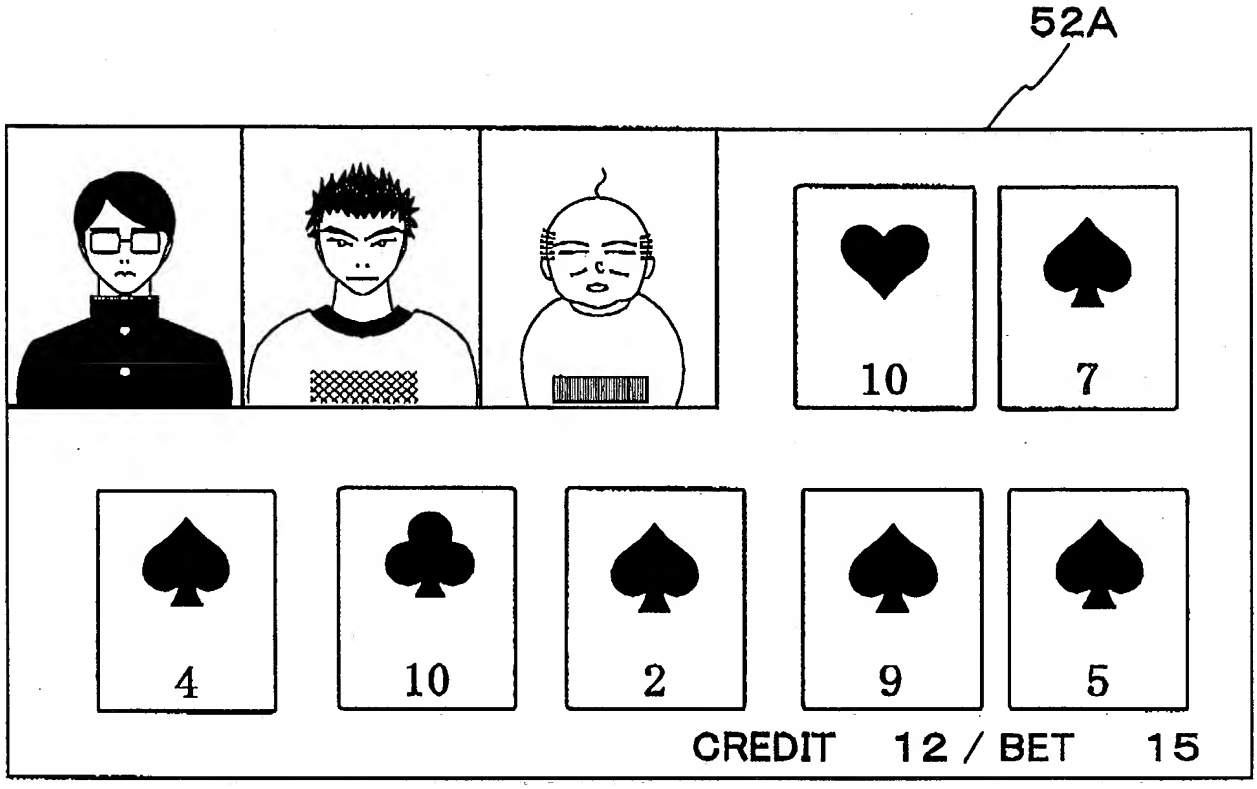

Fig. 6

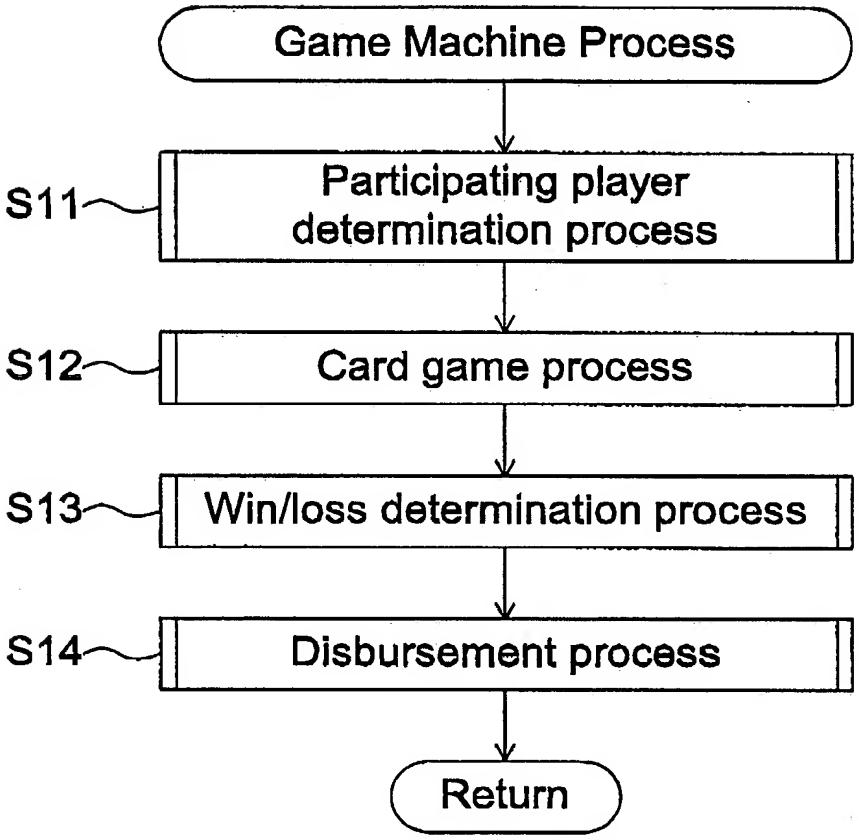
Game Machine Process
S11
Participating player determination process
S12
Card game process
S13
Win/loss determination process
S14
Disbursement process
Return

Fig. 7

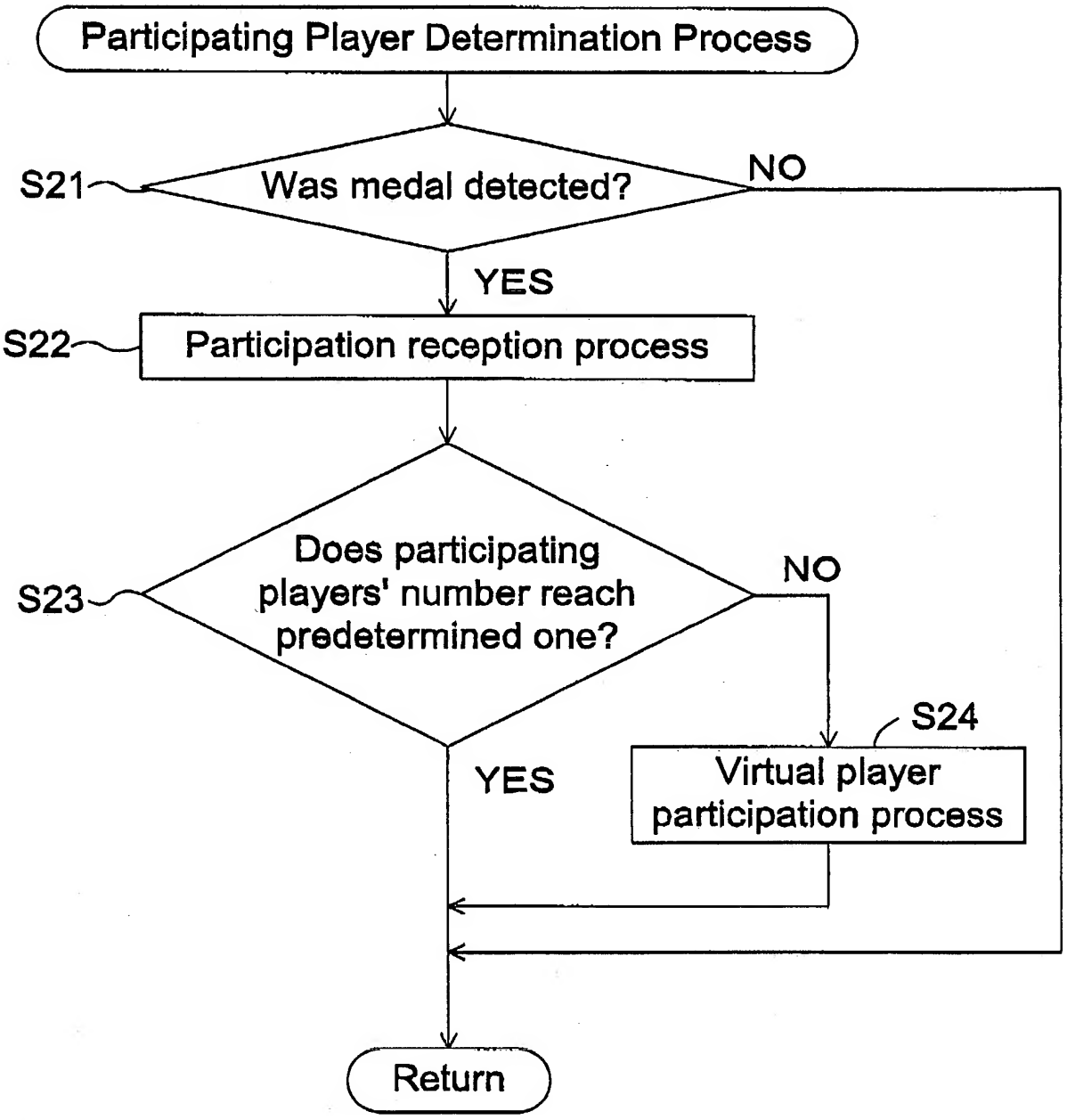
Participating Player Determination Process
S21
Was medal detected?
NO
YES
S22
Participation reception process
S23
Does participating players' number reach predetermined one?
NO
YES
S24
Virtual player participation process
Return

Fig. 8

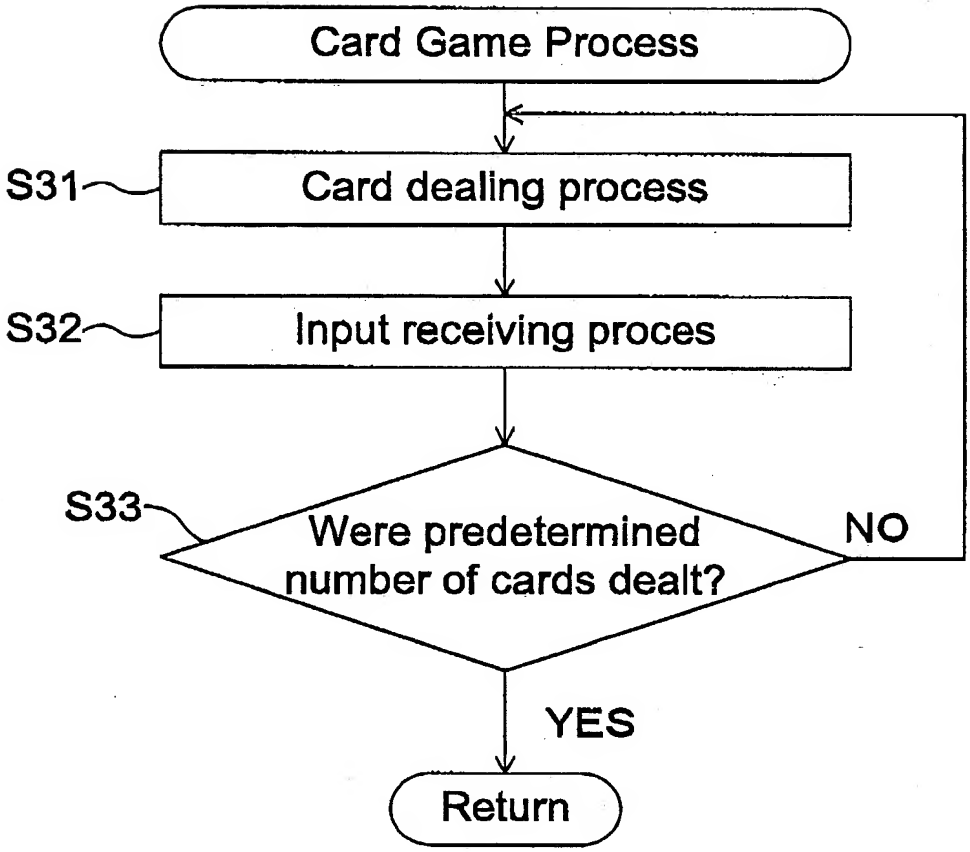
Card Game Process
S31
Card dealing process
S32
Input receiving proces
S33
Were predetermined number of cards dealt?
NO
YES
Return

Fig. 9

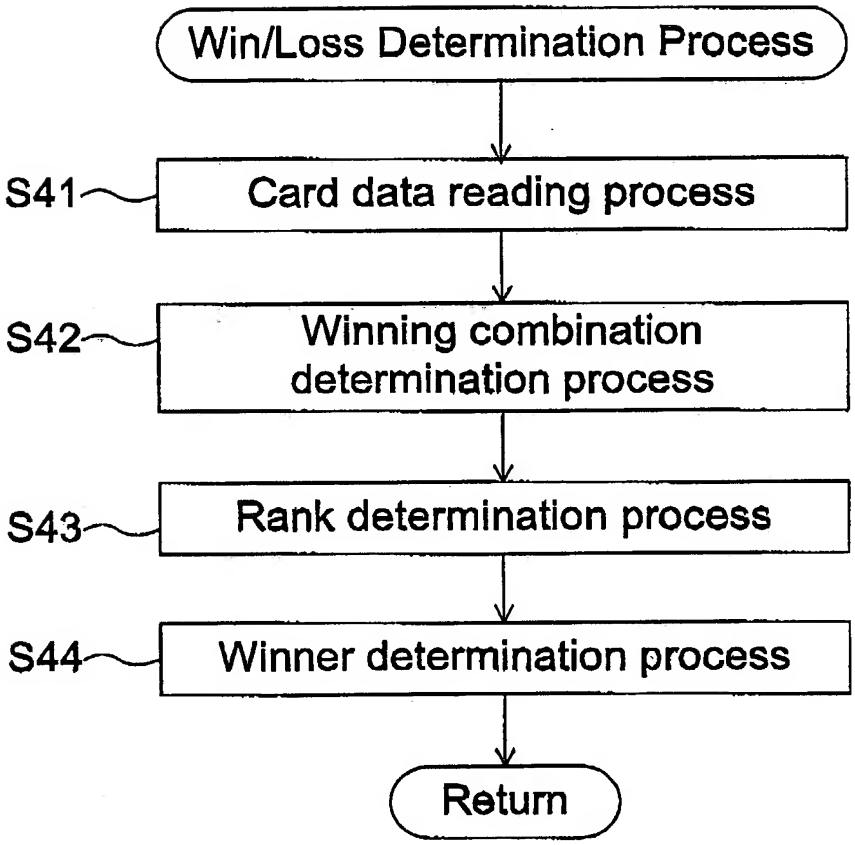
Win/Loss Determination Process
S41
Card data reading process
S42
Winning combination determination process
S43
Rank determination process
S44
Winner determination process
Return

Fig. 10

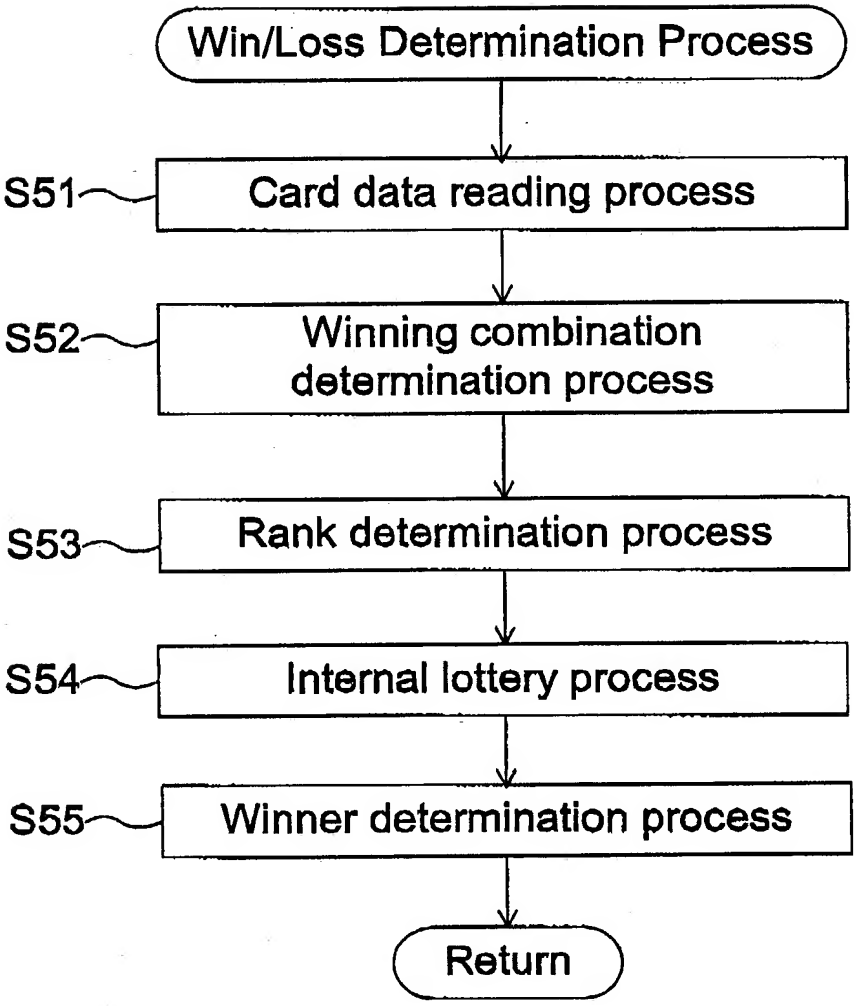
Win/Loss Determination Process
S51
Card data reading process
S52
Winning combination determination process
S53
Rank determination process
S54
Internal lottery process
S55
Winner determination process
Return

Fig. 11

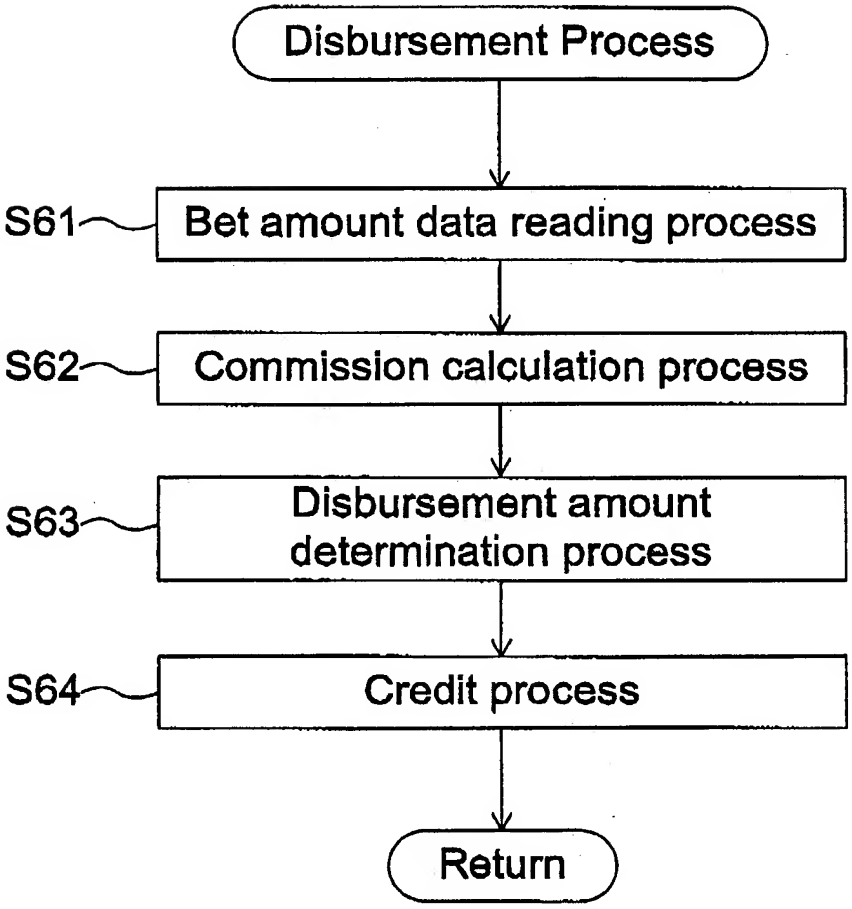
Disbursement Process
S61
Bet amount data reading process
S62
Commission calculation process
S63
Disbursement amount determination process
S64
Credit process
Return

Fig. 12

Player Data Table

	Entry flag A	End-of-game flag B	Dealt card data C1	Dealt card data C2	Dealt card data C3	Dealt card data C4	Dealt card data C5	Dealt card data C6	Dealt card data C7	Strongest winning combination data D	Weakest winning combination data E	Winner flag F
P1	1	0	3A	17	14	2A	12	19	15	5	9	1
P2	0	1	..	..	..	..	..	..	..	..	..	0
P3	0	0	..	..	..	..	..	..	..	..	..	1
P4	0	0	..	..	..	..	..	..	..	..	..	0

Fig. 13

Winning Combination Determination Table

Type of winning combination	Winning combination rank data
Royal straight flush	1
Straight flush	2
Four of a kind	3
Full house	4
Flush	5
Straight	6
Three of a kind	7
Two pair	8
One pair	9

Fig. 14A

Strongest Winning Combination
Rank Determination Data

Ranking	Winner identification data
1	P1
2	..
3	..
4	..

Fig. 14B

Weakest Winning Combination
Rank Determination Data

Ranking	Winner identification data
1	..
2	..
3	..
4	P3
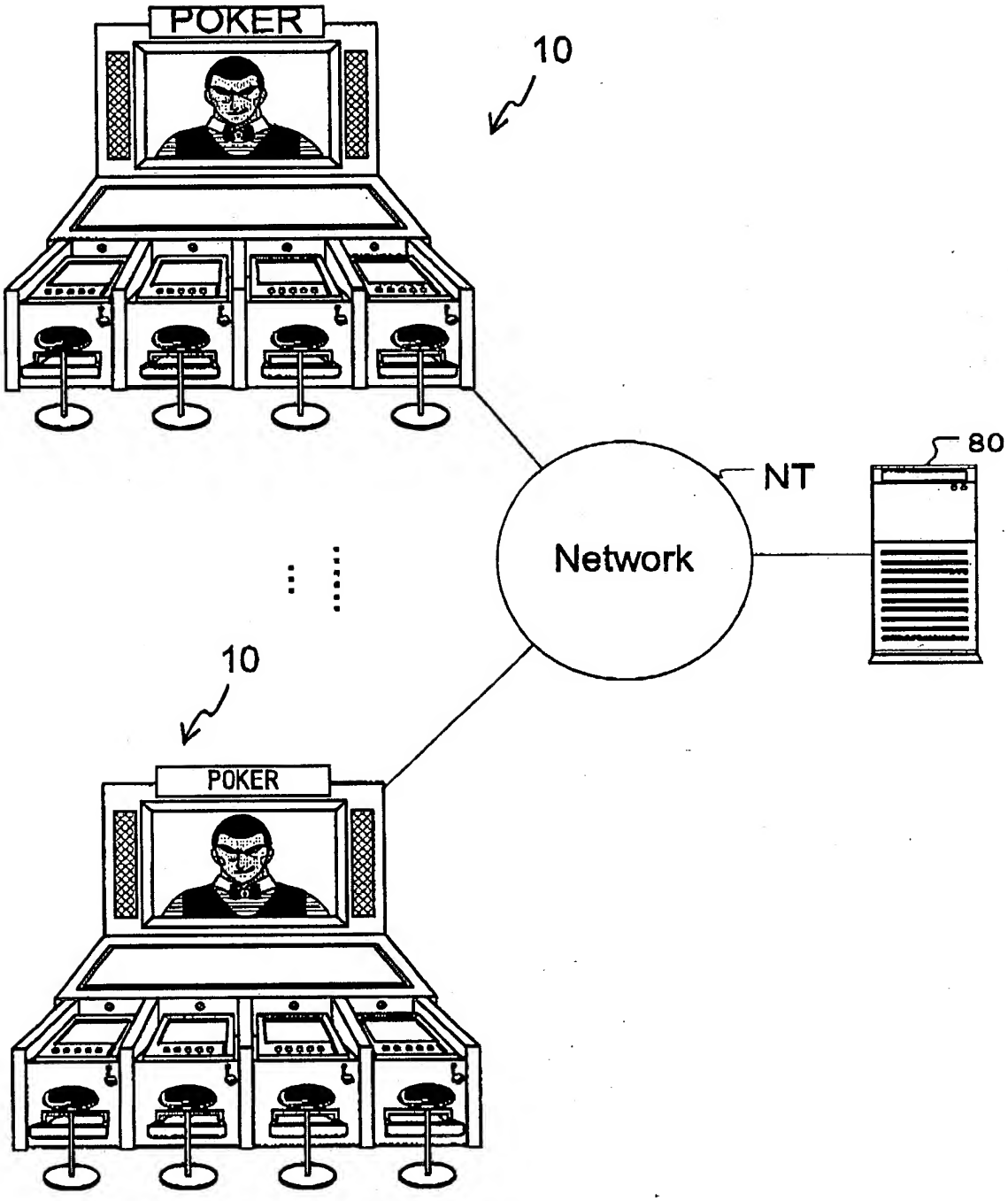
Fig. 15